

Probate Notes for October 13, 2020

Probate notes are a recommendation as to the outcome of the petition. Unlike tentative rulings, they do not automatically become adopted as the order of the court. Unless an appearance at the hearing is otherwise required by law, if petitioner submits a proposed order prior to the hearing and the recommendation is to grant the petition, no appearance is necessary. If you are scheduled to appear and there is no probate note issued in your case, you should appear as scheduled. If you wish to continue a matter, you must contact the civil division at (530) 406-6704, at least two (2) court days before your hearing.

NOTICE: Effective May 4, 2020, all court appearances are by Zoom or Conference call. Yolo Superior Court Virtual Courtroom and conference call information is posted on the Yolo Court's Website at www.yolo.courts.ca.gov.

Please Note: The following probate matters will be heard at 9:00 a.m. in Department **Ten**.

CASE: **Estate of Shepherd**
 Case No. PR 2020-162

If proof of publication in the West Sacramento News Ledger is filed with the Court, it is recommended to grant the petition for letters of administration, and for full authority under the Independent Administration of Estates Act. (Prob. Code, § 8000 et seq.)

Parties are **DIRECTED TO APPEAR**.

Please Note: The following probate matters will be heard at 9:00 a.m. in Department **Nine**.

CASE: **Estate of Noel**
 Case No. PR 2020-163

The Court notes the following deficiencies:

1. The petition does not state the required information for each heir of the decedent, specifically the address for decedent's daughter. (Prob. Code, § 8002, subd. (a)(3); Petition, ¶ 8.)
2. Petitioner has not filed proof that the *Notice of Petition to Administer Estate* (Judicial Council form DE-121) has been served on the required individuals, specifically decedent's daughter. (Prob. Code, § 8110.)
3. Proof of publication must be filed prior to the hearing. (Prob. Code, § 8120 et seq.)

Parties are **DIRECTED TO APPEAR**.